

## HEIRS & THE DELVETABLE

## Role Overview

The Heir is a high-energy role that serves mainly to support the other House roles, with occasional improvisational roleplaying to find lost treasures.

The Heir may travel freely to each table but may only take a single action at each.

Heirs may use the freedom of travelling to different tables to relay important messages to their teammates.

This is a challenging role as the player needs to know a little bit about every table and must time their actions well to make the best use of each table during any given Round.

If using the Night's Watch optional faction, they will also begin delving for relics once their numbers begin to grow with fallen Heirs.

If the Night's Watch has three or fewer members, an Heir may join them at any time.

Doing so absolves the Heir's House of all penalties for revealed Secrets Cards and gives the Heir a new set of actions, based on the whim of the Night's Watch Lord Commander.

The former Heir may still act to the benefit of their former House.

The typical Round for an Heir will consist of a few actions, all taking place in whichever order the Heir deems best, interrupting the action of the other roles.

They will:

- [illegible]

## Delve Table

Heirs attempting to delve for relics must approach the Delve Table and parlay with the GM there.

They must have at least one Relic Location Card and be either the House indicated on that card or have an Alliance with that House.

Look to the large hanging banner of your House.

The smaller banners clipped to your House are your allies.

The Night's Watch can Delve with any Relic Location Card.

Finding the relic's location is only the first step to acquiring it.

The GM will conduct a short, free-form roleplaying scenario to reveal and obtain the Relic Card.

The Heir (right) creates a story to tell to overcome the Delve GM's (left) challenge

Make sure to speak with the Maester to strategize how often Relic Locations Cards will be needed.

A good delve scenario should include an open-ended situation that could be found in the lands of Westeros.

The Heir, once presented with the challenge, must describe how they overcome that challenge and make off with the relic.

The Delve GM should use the background lore of the randomized Relic and Relic Location cards to quickly form an adventurous scenario for the Heir to overcome.

Some example scenarios are presented below to help inspire creativity, if needed.

Delve GM's can roll randomly or mix and match from the three categories to help craft their challenge.

The player then rolls two six-sided dice.

If the Heir describes how they use their Brains, Brawn, or Beauty to overcome the challenge, and have matching colored X's in that Trait, the player rolls three dice.

If the Night's Watch simply describes how they use their abilities as a Ranger, Steward, or Builder to overcome the challenge, they also roll three dice.

The player, of either role, may then spend Gold one-for-one after the roll to add +1 to the result.

On a result of 11: As a result of 10, and gain one Gold.

Discard the Relic Location Card.

Gain one Gold and replace the Relic Location Card with a new one.

The player must choose to either spend 2 Gold or lose the Relic Location Card.

Relic Card abilities with limited number of uses, for example Wildfire, always count towards total Power, even if used.

Delve GMs have free reign to create these roleplaying scenarios.

When in need of inspiration, look to the table below to create a random idea for a delve.

## Random Delve Agents

- |  |  |  |
|--|--|--|
| 1. A disgruntled or incompetent member of a rival House            |  |  |
| 2. Deserters from the Night's Watch                                |  |  |
| 3. Orphaned street urchins   |  |  |
| 4. A local militia   |  |  |
| 5. An armed group of heretics, or some other religious order       |  |  |
| 6. Merchants from the Free Cities                                  |  |  |
| 7. A den of sleeping giants  |  |  |
| 8. Wildling barbarians who have slipped past the Wall              |  |  |
| 9. Envoys from the Iron Bank                                       |  |  |
| 10. An ambitious, traitorous vassal                                |  |  |
| 11. A sellsword group  |  |  |
| 12. A lone scholar   |  |  |
| 13. Warlocks from distant lands                                    |  |  |
| 14. A Faceless Man assassin  |  |  |
| 15. A stubborn farmer, shepherd, or servant with a particular vice |  |  |
| 16. Cannibals of the remote islands                                |  |  |
| 17. Pirates or marauding bandits                                   |  |  |
| 18. The elusive Children of the Forest                             |  |  |
| 19. The malevolent group intelligence of Weirwood trees            |  |  |
| 20. Half-fish half-man monsters, known as Squishers                |  |  |

Random Delve Situations									
1.	...occupy the territory, but claim	to have no knowledge of the relic	you seek...						
2.	...have found the location first	and are currently searching for	the relic...						
3.	...are known to have folk tales	that could point to the location of	the relic...						
4.	...discovered the relic already	and took it to a place of protection...							
5.	...are hosting a tourney, with the	relic as a prize!							
6.	...bar your path to the relic,	demanding a toll...							
7.	...wish to sell the relic to the	highest bidder...							
8.	...can't decipher the riddle	protecting the relic...							
9.	...have notes with more	information on the relic's location...							
10.	...demands a marriage pact in	exchange for the relic...							
11.	...sold the relic in a time long	forgotten...							
12.	...consider you taking the relic	an act of war...							
13.	...are using the relic for some	religious purpose, without knowing	it's true nature...						
14.	...lost the relic amongst countless	books in a disused library...							
15.	... has the relic in their	possession, but is now being	ransomed by your enemies for an	exorbitant sum of gold...					
16.	... sent the relic to you via	wagon or ship, which has now	gone missing...						
17.	... are terrified of the	haunted tomb or barrow where	the relic lay buried...						
18.	... are trying, and failing, to	open a sealed vault containing	the relic...						
19.	... are trying to fish the relic	from the bottom of a raging	river...						
20.	...keep the knowledge of the	relic within their hive-minded	collective consciousness...						
Random Delve Complications									
1.	...and have an especially	strong leader							
2.	...and won't speak with	outsiders							
3.	...and are in isolation due to	disease							
4.	...and are currently preparing	for battle							
5.	...and are about to melt it	down for parts!							
6.	...and are all deaf								
7.	...and refuse to speak to	men/women							
8.	...and are incredibly	superstitious							
9.	...and are currently in	mourning							
10.	...and are absolutely	smitten with you							
11.	...and may have lost the	relic							
12.	...and have a fake relic!								
13.	...and are very forgetful.								
14.	...and are fearful of	assassins.							
15.	...and have hired a	mercenary band for protection							
16.	...and won't give it to anyone	but your Lord.							
17.	...and are just	incredibly drunk.							
18.	...and are partial to those	with Valyrian X Traits.							
19.	...and hate those with	Valyrian X Traits.							
20.	...and one of them has	telepathically skin changed into	the relic.						

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Make sure to speak with your Lord and Maester to coordinate a strategy of Alliances that helps produce the best Traits for you to use.						
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[illegible][illegible]

This applies to all of your armies while you are at the Westeros Table.									
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XX While at the Citadel Table, you may choose Forge A Link as your action in lieu of Dig Up Dirt.								
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This applies to all of your armies while you are at the Westeros Table.									
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XX Gain an extra die (drop the lowest) to Delve rolls when you describe your actions using a show of force.							
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XX Oppose all enemy armies that Give Battle against your armies located in lands with Lumber icons.						
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This applies to all of your armies while you are at the Westeros Table.									
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XX Whenever you are at the Westeros Table, you may spend a Resource to choose the destination of armies Routed by your own.				
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You must choose a valid land, if available.											
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XX Gain +1 to the result of Conquer rolls when used against a land without a control sticker.								
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This applies to all of your armies while you are at the Westeros Table.									
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XX Whenever you are at the Citadel Table and your House gains a Secrets Card, gain one more.								
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The GM assigned to the Delve Table must also care for, plan, and announce occasional Events in between Rounds.							
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Announce the effects loudly and clearly.
Listed below are some suggested example Events.
Opening Messages
ntroduce each House in reverse Banner Order.
Allow them a chance to yell out their House words.
Introduce the Targaryens last, explaining how they are a foreign conqueror from the East.
Burning Comet
A streaking comet is seen traveling across the sky, inspiring dreams.
Each Maester immediately gains a new link on their chain.
Woods Witch
The Woods Witch spreads prophecy and rumors.
Each Maester gains one free Secrets Card from an ally of their choice.
Jousting Tournament
All Knights must roll 5d6.
The highest roller gains 3 Gold, the second highest gains 2 Gold, and the third highest a single Gold coin.
Folklore Stories
The tales of the smallfolk help guide your studies during the next Round.
Any roll of 10 or higher at the Citadel Table grants a bonus Relic Location Card in addition to its effect otherwise.
Delve rolls gain a bonus die (use the highest two).
Ancient Trade Contracts Unearthed
Each Lord must give the Throne GM a Resource of their choice and then receives a random Resource card back from the pot.
The Longest Season
The season automatically changes at the end of this Round and Masters skip the Conspiracy phase of their turns.
The next House to start Banner Order is randomized.
Wedding Season
Lords and Heirs make a show of themselves while their bannermen shower them with gifts.
For each of your armies at your House seat at the end of the next Round, gain a Gold coin.
Brigands
All Lords lose a Resource card of their choice.
Iron Bank Investments
Once this next Round, all Lords may choose to spend 3 Gold coins and roll two dice.
A result of 10 or more grants 10 Gold coins in return, a result of 7-9 returns 4 Gold coins back, and a result of 6 or lower loses all of the money.
Hidden Lineages

Heirs (but not Maesters) treat Blank X traits as their choice of color during the next round.													
Setup													
A small table to roll dice and keep cards at A handful of six-sided dice A handful of Gold for Delve rewards Half the Bloodlines Cards. One for each Heir for 10 Rounds, including the pre-made card for the first Round (total of 80 cards) All Relic Cards (total of 40 cards) One Relic Location Card of a non- allied House for each Heir (total of 8 cards) A printout of the Delve GM sheet													
Optional Setup													
A set of small pins or other badge of office for the Heirs Provide a colorful name tag to identify the player's House and their role as Heir													